TRIGO

**Materials:**

* Gameboard (laminated)
* Trig expression cards
* Counters
* Dry erase markers and erasers

**Directions (*similar to Bingo*):**

1) Using the blank TRIGO gameboard, participants should fill in the blanks (using dry erase markers) with any of the following values in any way they wish.

a) For playing the game with all six trigonometric functions (sine, cosine, tangent, secant, cosecant, cotangent):

$$0, \pm \frac{1}{2}, \pm \frac{\sqrt{2}}{2}, \pm \frac{\sqrt{3}}{3}, \pm \frac{\sqrt{3}}{2}, \pm 1, \pm \sqrt{2}, \pm \sqrt{3}, \pm \frac{2\sqrt{3}}{2}, \pm 2, \rightarrow \pm \infty (undefined)$$

b) For playing the game with the three primary trigonometric functions:

$$0, \pm \frac{1}{2}, \pm \frac{\sqrt{2}}{2}, \pm \frac{\sqrt{3}}{3}, \pm \frac{\sqrt{3}}{2}, \pm 1, \pm \sqrt{3}, \pm \infty (undefined)$$

2) The caller uses the cards provided to call out an expression (i.e. $sin\frac{7π}{6}$).

3) Any play who has the called value places one counter over that value on his/her gameboard. (If the player has that value marked multiple times on the gameboard, it is only covered once.)

4) The winner is the player who covers five in a row (horizontally, vertically, or diagonally) and calls out “TRIGO” when that occurs.

***Variation:*** Use a die labeled with the letters T – R – I – G – O to call specific columns of values.